The Barkeeper

A TALL FIGURE STANDS BEHIND THE counter, calmly drying a glass cup as it looks on at the rugged man sitting in front of it.
"Hrmgh. That rough, huh?" asks the figure.
"Yeah..." answers the man, before sipping the rest of his drink. *"*sigh* Barely even have enough for the inn tonight. Much less settling that damn crow's debt."* He then wipes his mouth with his sleeve before leaning back further on the bench.
"I just wish this adventuring gig paid off better, y'know?"
"...." the figure listens on.
"So that I could actually get my life together." he laments.
"For once."
Taking in the man's plight, the figure puts on a gentle smirk as it retrieves the used cup from the counter. *"Well now, don't be losing hope yet."* it warmly tells the man. *"You never know when life might decide to...* ***mix things up a bit.****"*
"Heheh." the man lets out a chuckle. *"You're always saying stuff like that, huh? No wonder this spot is always full."*
A little more encouraged, he promptly gets up from his seat. *"Thanks, y'know. This really feels like the only place where I can just come and relax for a bit. Helps out a lot."*
"Oh, don't mention it." the figure replies, watching him head up to the exit. *"Be assured, my friend... you are* ***always welcome*** *here."*
Stepping outside with renewed spirit, the man feels a sudden tingle run down his spine. *"Hmm...? What a weird feeling."* he thinks to himself, not noticing a tiny spark emanate from his left hand.
"...must've been something on my drink."

Premixed Spell List

"You're my patron too, y'know. Funny how it works out."

The Barkeeper lets you choose from a specially-prepared list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you, manifesting in the form of wondrous drinks when you cast them.

Barkeeper Premixed Spells

Spell Level	Spells
1st	*Heroism, Purify Food and Drink*
2nd	*Dragon's Breath, Enhance Ability*
3rd	*Haste, Protection from Energy*
4th	*Death Ward, Freedom of Movement*
5th	*Legend Lore, Skill Empowerment*

On the House

"Will it be the usual?"

At 1st level, your patron gifts you with a token of their services—free of charge.

As an action on your turn, you can produce a magical cocktail on your empty hand. It can be ingested by a creature as a bonus action, restoring a number of hit points equal to 1d4 + your Charisma modifier. Your cocktail retains its magical potency for 1 hour, after which it becomes just a regular drink.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), regaining expended uses when you finish a long rest.

Starting from 4th level, whenever you use this feature, you can choose to expend a warlock spell slot to roll on the **Drink Menu** table detailed further in this document; creating a specialized beverage with unique effects. You regain the ability to do so when you finish a long rest. Starting from 10th level, you regain the ability to do so when you finish a short or long rest.

NOTE: With the DM's approval, you can choose to expend multiple uses of this feature at once when creating a specialized cocktail. If you do so, roll on the Drink Menu table an additional time for each new use expended, and take your preferred pick between the different results. This functionality does not require the expending of additional spell slots.

Always Welcome

"It's good to see you. Here, take a seat."

Starting at 6th level, your continued patronage is rewarded with a permanent invitation. As an action on your turn, you can touch a nonmagical door (or another similar type of entrance) within 5 feet of you. If you open that door within the next minute, it becomes a portal leading directly to **your patron's bar**: An extradimensional establishment visited by beings from all kinds of realms. Only creatures you designate (along with their belongings) can see or pass through the entrance, which closes on its own after 1 minute.

The bar has a clean atmosphere and nightly ambience, being able to hold as many as 30 Large or smaller creatures inside. Aside from your party, many other unknown creatures are also present within the space, their general details and statistics being left to the DM's discretion. While inside the bar, all creatures and objects have immunity to all damage and negative conditions; and your patron cannot be unwillingly targeted by a spell.

You and your companions can stay in the bar for up to 1 hour, after which you are automatically exited through the same entrance you originally opened. During that time, each party member can spend gold to buy one cocktail from the **Drink Menu**; the effects of which are applied as soon as they leave the bar.

Once you've used this feature, you can't do so again until 24 hours have passed. Starting from 10th level, you become able to directly summon the entrance to your patron's bar, manifesting as a spectral door within 5 feet of you.

Friendly Ear

"Go on, tell me about your troubles."

Also at 6th level, having a good listener by your side makes for a rather soothing experience.

Whenever your group takes a short rest while inside your patron's bar, any party members who spend their hit dice to regain hit points are granted a bonus to the total amount regained equal to your Charisma modifier.

Starting from 12th level, this bonus becomes equal to double your Charisma modifier.

Happy Hour

"You've come at the perfect time today."

At 10th level, the joys of drinking are given their proper recognition. Whenever you enter your patron's bar through the *Always Welcome* feature, roll a d4.

On a roll of 1-3, you can choose to expend a warlock spell slot to roll another d4 and pick the new result. If the number rolled is a 4, your party arrives on a celebratory occasion for the establishment, providing all costumers with a special discount. The price of every option in the **Drink Menu** is reduced by half until you leave the bar.

> Alternatively, with your DM's approval, each party member inside the bar may gain one option of their choice from the Drink Menu for free.

Favorite Customer

"For you, I can make an exception."

At 14th level, the bond between you and your patron grows to its fullest, granting you the following benefits:

- Your party can now stay on your patron's bar for up to 8 hours, allowing you to take a long rest within that duration.
- Whenever you finish a long rest inside your patron's bar, every party member regains one additional hit die.
- Each party member can now buy up to 3 different options from the **Drink Menu** before leaving the bar.
- You now regain the ability to use the *Always Welcome* feature whenever you finish a long rest.

The Inviting Glass - Click to play!

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Artwork: *Fichhe (scenery); Pipann (character); Paula Lahoz Calonge (drinks); Claire Chen (drinks and bartender)* **Design:** *u/CamunonZ*

Drink Menu

d8	Drink	Price	Description	Effect
1	**Red Moon**	40 gp	*"Two shots of vodka, sparkling water, and a few ounces of cranberry ooze. Dhampir and vampires often ask for it "freshly loped", substituting the cranberry ooze for blood. This version is normally only available in a select few bars in the Underdark, Shadowfell, or other generally undead-friendly areas."*	You regain a number of hit points equal to 2d8 + the warlock's Charisma modifier.
2	**Oak Walker**	30 gp	*"Dwarven whiskey aged in barrels of treant wood, mixed with just a pint of fermented feymead. Always served in a large keg with a stone inside. The halfling barkeep which popularized the drink used to say each stone was the body part of a petrified ogre. Has a very earthy, and almost smokey flavour."*	You gain 2d6 temporary hit points. For the next 24 hours, you have advantage on Constitution saving throws against disease.
3	**Talkative Drow**	50 gp	*"Tongue of Madness liqueur mixed with a pinch of dried tinmask and ormu. Common drink of the Underdark. Combination of two psychedelic fungi and strong alcohol, which weakens their effects and causes pleasant dizziness and talkativeness. Ormu in turn makes the liquor shine with a mild, blue light."*	For the next 10 hours, you have resistance to poison damage, and advantage on saving throws to resist being Poisoned.
4	**Bear Wine**	65 gp	*"Somewhat rare in the material plane, this elven wine is made from honey and a mix of wild goodberries. Due to the sweet taste, it becomes hard to notice how much alcohol the drink contains. One too many glasses can bring even a dwarf to their knees."*	For the next 12 hours, you have advantage on saving throws to resist being Frightened.
5	**Grave Delight**	80 gp	*"An ominous, strong tonic originating in the pirate taverns of the Astral Sea. Said to be prepared with the body fluids of a mindflayer, it leaves a rather lasting aftertaste. Sometimes served with a tiny skull in the cup."*	For the next 12 hours, you have advantage on saving throws to resist being Charmed.
6	**Drum Stash**	120 gp	*"A drink popularized by goblins and orcs, made with cheap beer, some elven blood, and just a tiny bit of spider poison. Somehow, it tastes like a mix between maple syrup and vodka."*	For the next 8 hours, you have advantage on ability checks or saving throws made to resist the Prone, Grappled, and Restrained conditions.
7	**Burning Gospel**	150 gp	*"An exotic cocktail made with fiendish blood and highly flammable alcohol, which is ignited before consumption. The boiling blood and strong alcohol give the drink a toasted flavor of sin. Often served with the eyeball of an abishai for increased dramatic flair."*	For the next 6 hours, you have advantage on saving throws to resist the Stunned, Paralyzed, and Petrified conditions.
8	**Shiny Sprite**	225 gp	*"An authentic Feywild delicacy made with water drawn from a creek populated by pixies and other small fey, which gives it a sparkly and sweet flavour."*	Any exhaustion levels you currently have are removed. For the next 4 hours, you cannot gain levels of exhaustion.